

Hit The Beach!

April 2001 Volume 6, Number 2

The Southern California ASL Club Newsletter



The President's Corner

By Brandon Liesemeyer

Welcome to the post WCM edition of the newsletter. I will have to talk it over with Matt Cicero, but I think we should publish a newsletter sooner after WCM. I've completely come down from the high experienced at WCM and feel like it's old news. Maybe we could do a special small edition right after WCM just to let everyone know what happened and how it went. I asked Jim to go ahead and give the post tournament brief, but here are some of my impressions. First, it was a complete success, with the largest turnout ever. Personally I thought the Thursday night "early bird" event was a hit and the five mini tournaments were a miss. Not that the people who played in them didn't have fun, but the total interest was lower than we had anticipated. We only played three of the scheduled five and one of those was not full. Therefore, from my point of view, we should have only three mini tournaments next year. Regarding the "early bird" event we had 20 players or so show up to play Thursday evening, the club provided drinks and food and it was a great social event.

I hope I didn't steal too much of Jim's thunder. On to other things. I want to welcome the new members to the club: David Sessions, Mario Goldgorin, Nadir El-Farra, Eric Walters, Francis Hardiman and Gene Riemenschneider.

With the exception of Gene, every one of them lives close to current SoCal members. Gene lives in the Bay area, so if you travel up there give him a call. Some of these guys are brand new, others are returning after a reality break. Regardless, I strongly encourage players to contact these guys and get a game going with them. Recall when you were just starting out how hard it was to find someone to play! We talk often of new blood to keep the game going, well here it is. For the new guys, don't be coy, check out the list, find someone close and set up a game. Many of the players in the club have set opponents that they play over and over, so they don't look too hard for a new player. In my experience these players are more than willing to play new or different players, they just don't seek them out. You've taken the first step by joining

the club, so go ahead and take the second: set-up a game today.

The last thing that I wanted to mention was that we are in the process of crafting a set of by-laws. Several of the members are involved in this process and if you're interested drop me a line. The purpose of these by-laws is to set up an election procedure and to define the responsibilities of each office. The structure of the club should remain the same, with only some sort of district representation being added. I feel this is an important issue for the club and has always been one of my goals. See you all soon.

After Action Report:

"Arnhem! Part III"

By Brandon Liesemeyer

Brandon concludes his article about Arnhem with some visual references. As he suggested last time...if you have a copy of the ABTF map, break it out and follow along! -ed.

Arnhem today is a very nice city with several nice things to see besides the bridge and surrounding area. I enjoyed my visit there and would recommend it to anyone. I hope that you all enjoy the photos and I wouldn't mind telling you more about it sometime!

(Continued on page 3)



Brandon "got DC?" Liesemeyer

What's Inside?

By Matthew Cicero

Hit The Beach! is rolling hot in 2001 and it looks like we will have four issues this year! Let me just say that I can't thank you all enough for supporting the newsletter with your submissions and advice.

Of course, there's the rub...

I'd like to set a **challenge** before the club.

I would like to challenge every member of the SoCal ASL Club to write a half page submission to the newsletter.

Yup, there it is. The glove is on the floor and I'm betting you can't do it. A review of a scenario you've played a dozen times. A brief write-up on a favorite tactic. A book review. One half page. I'll let you know how the club is doing from time to time...

Well, back to HTB! This issue we are loosely examining the Western Front in Europe.

Scenario: This issue we have one scenario, *HTB! 9*, brought to us by Ronald Fajarit. Ron pulled this one out of an old issue of the *Wargamer* and brought it up to ASL standards. Special thanks to Matt Romey for helping with a few final tweaks to make the scenario card read cleanly.

Roll Call: Nadir Elfarra graciously agreed to chat with me about his experiences with ASL. Though he never did send me a picture to put in print... Meanwhile, Jim Aikens shares with us his interview with Pete Shelling.

AARs: This issue I bring you a book review of Company Commander, while Brandon Liesemeyer shares the final installment of his "Arnhem!" review and Jim Aikens fills us in on what happened at WCM IV. Jim also has a Scenario Analysis for us of the old classic General scenario, *Rockets Red Glare*.

The Grognard Speaks! Check out Bob Smith's "Learning ASL, One Scenario at a Time." Fred Timm and Brandon Liesemeyer each favor us with a "Did You Know?" Lastly, Paul Simonsen lets us know a bit about what's going on with the Club website in "The WebMaster Speaks!"

D.Y.O.: This issue, we will be featuring two selections from Robert Hammond's The Pastor's Corner. First, Robert brings us "Spicing Up the Game, Part II." Second, he sets before us "2 vs. 3," which offers an idea about why we should roll more dice.

Rounding out the issue is another ASL Challenge!, a great quote by Captain Charles MacDonald, the latest Cup Ladder standings and our new feature, *OUCH!* *OUCH!* will give you a glimpse of some of our more, uh, interesting ASL experiences.

Remember to fill out a Feedback Form for me and let me know what you really thought about this issue. Enjoy!

Editor@socalasl.com



Matt "got CC?" Cicero

West Coast Melee IV After Action Report

By Jim Aikens



"To the Victors....the spoils!"

Well, the numbers have been crunched, the prizes have been awarded and the Ambassador Ballroom as been aired out...WCM IV is over.

First, if for some reason you missed it...well, to be blunt...YOU REALLY SCREWED UP. Why, you ask? Because WCM IV was, without a doubt, the best event our Club has produced in our 5 years of existence. As two different SoCalASL grogs remarked, "Kent would have been really proud of this." I couldn't agree more. Not because we had a record 65 attendees from 7 states plus Canada, or that we broke even financially. Not because we drew 43 room nights at Embassy (last year we only drew 10) or that 47 members paid their 2001 dues. He would have been proud of the way our Club came together to make this happen. Kent would have been proud of the comradery of our members, the hospitality we showed to our out-of-town guests, and the astonishing number of ASL games that were played over the 4-day event. He would have a lot to be proud of, and so do we as a Club.

Congratulations to WCM Champion Doug Cruetz, and the other players who placed in the rankings (in order) Rob Feinstein, Dan Platcha, Rob Wolkey, Shel Ryland, Herman Frettlorh (tie), Bob Smith, Russ Bunten (tie), Cloyde Angell and Ron Mosher. Also congrats to mini-tournament and team tournament winners Herman Frettlorh, Francis Hardiman, Gene Reimenschnieder, Matt Cicero, Fred Timm and Jim Aikens. Special awards were given to Bob Smith (Most Improved) and Kent Stuckart (Sportsmanship).

(Continued on page 9)

ASL Challenge! A Terrain Quiz...

Think you've got that Chapter B memorized? Give these a whirl and see...

1. What are the five circumstances/times that a unit can claim Wall Advantage?
2. Is bocage an LOS obstacle or hindrance? How high in levels is it?
3. Can vehicles ever claim shellhole TEM?
4. Are all bridges considered Inherent Terrain?
5. Does Height Advantage apply vs. Indirect Fire?
6. What's the difference between a Brush hex and a Vineyards hex terrain?
7. What are the seasons for Orchard and Grain?
8. In which hexes may Infantry gain crest status?
9. What sort of occupants of a Fortified Building Location are required to prevent entry by enemy Infantry?
10. What sort of attack can cause a building hex to rubble?

Answers on Page 8.

Roll Call!

Nadir "got Edson?" Elfarra

HTB!: *How and when did you get started with ASL?*

NE: Played SL back in HS (and had great fun with DYO stuff - history was secondary then). Bought ASL shortly after it came out and let it sit on a shelf. After a LONG break a friend I was corresponding with in DC got me all 'abuzz talking about KGP 1. I had to get back into it at that point (still owned most every module released to that point, just hadn't been playing).

HTB!: *How did you learn the game?*

NE: I find VASL PBeM exceedingly good for learning rules - you see a 'real live' ASL problem, but you have time to wade through the rules and really understand them before responding - the pressure to play fast in FtF undermines that sort of thing. Sadly, I am not a fast player, though I envy those who are!

HTB!: *How do you prefer to play?*

NE: FtF is still the most fun, but VASL takes a close second. Being married with kids and being actively involved in my community, I don't usually have time for CGs. I'm involved in one at the moment using VASL - if it works out OK hopefully I'll do more. Tourneys are great just because you get in so many games in a single sitting.

HTB!: *What is your favorite nationality?*

NE: Hmmm, no, not really. I suppose I like the Allied/Axis Minors/Italians the least - need to

have halfway decent FP or halfway decent ML to make me feel like I have enough to work with. I'm not a huge fan of early war "tin can" tanks, either (more to do with my skill level than the vehicles themselves I suppose).

HTB!: *What's your favorite kind of game?*

NE: I generally prefer to attack - it seems to offer the most flexibility and I like fluid situations over set piece battles.

HTB!: *Do you have a favorite scenario list?*

NE: Nope. Haven't got enough under my belt to get to that point.

HTB!: *What other aspects of ASL do you enjoy?*

NE: By far, at this stage of my life, researching & designing HASL projects and scenarios is the most fun. I really enjoyed working with Brian Abela on our Baraque de Fraiture project (Parker's Crossroads). The playtesters were great and many stepped up to help with the Edson's Ridge project which is now in MMP's hands (the Guadalcanal project you hear them refer to every now and then). I particularly enjoy getting my hands on primary source info (unit journals, intelligence reports, AARs, etc.). I am also fond of creating HASL maps from the period topo maps that I've managed to obtain.

HTB!: *OK, name your Best and Worst experience.*

NE: Best - a recent death-star experience where a German 9-2 and 2 548's + lms laid waste to everything in their LOS. Second best - a cheapo 37L halftrack taking out a tank on a spinning shot vs. Doug Cruetz many moons ago (he still won, but I had a lot of fun!). Worst - a three year break without a single game of ASL.

HTB!: *What would you like to try next?*

NE: A full blown CG, maybe La Glieze?

HTB!: *Top things you'd recommend to a newbie.*

NE: I have two.

1. For design - read a BUNCH of history. After a bit, the stuff that will make good scenarios starts to jump out at you. Be a bulldog in terms of finding research material - use the web, your librarian, and the bibliographies in the books you're reading. Take every source with a grain of salt - no one knew 100% of what was going on and even then the guys writing sometimes had jobs to keep or axes to grind. Listen to your playtesters, but be 'true' to the history as much as possible (e.g. change game length or VC's rather than adding ahistorical pieces to an OB if things aren't balancing well).

2. For ASL - per Russ Bunten of MMP, "Shut up and play." The ASLML spends WAY too much time whining, complaining, and bickering. It's a game, it's a great game, and it's meant to be FUN. So have fun - joke, laugh, teach your opponent, don't crush him - make sure he wants to come back for more!

HTB!: *Any final comments?*

NE: I was fortunate to be a bit player in the 're-launch' of the SoCal ASL club. I would very much like to acknowledge the late Kent Smoak for his commitment to the club. I would also like to extend my thanks to the others who put so much effort into making sure it stayed (and is staying) aloft.

HTB!: *Thanks Nadir!*



("Arnhem! Part III" Continued from page 1)



Above:

This was taken at the WWII museum and is the rare vehicle that I mentioned. I think it is a T-34 with a 75LL mounted on it. I may be wrong though.

Below:

Taken from the S16/S15 hex side looking toward R16. You can see the new type of bent construction just above/behind the van.



(Continued on page 4)



Taken from hex S21 looking toward Q21. The wall on the right shows nicely how movement from hex R21 to R20 would be difficult and exposed to open ground fire. Note that this is the only bent (term used to describe the structure that supports a bridge) that still uses this type of construction. In the distance you can see large buildings south of the road that do not exist on the map. There is a nice café right on the water with a great view of the bridge.



Taken from R14 looking toward hex Q15. The path and stairs were added and the intersection has been changed somewhat, but you can see the same layout. I would say the building on the right now sits in hexes Q and N 14. The farthest signal is for a new road that would extend from K16 to K21. The signal in the center is for the M15-H14 road and the closest signal would be in hex Q15.



Taken from bridge level R21 toward the U16 intersection. All the buildings in the block containing T19 are gone; it's now a park and parking lot. The orchards and open ground that were across the street are now factories and warehouses.



Taken from bridge level R19 looking up the bridge. You can see the bridge's namesake; the buildings on the left and right are the exits to the staircases. You can very well the cover the rail would provide and why the bridge is considered a boulevard.



Taken from bridge level R21 toward the blockhouse. This would be the location of the flame-thrower shot taken in the movie ABTF.



Taken from J20 toward M22 with the bridge in the background and a 75mm ART piece used by the British to provide fire support from the landing zone in the foreground. Note for a British player be happy you get 80mm OBA, because these were the actual weapons used along with 76mm mortars to provide artillery support.

After Action Report: Scenario Analysis of Rockets Red Glare (G6)

By Jim Aikens

If you're a crusty old Grogard, you probably haven't played this beauty in a few years. If you're a relatively new player, perhaps you haven't even seen it, since it's one of the G series from the old AH Generals. I would say, after so many years and so many scenarios, RRG remains at the top of my list of all time great scenarios. I've played it in tournaments, and I've played it for fun. In all, I've played it about 6 times. Every playing was a nail-biter, the immediate victory conditions make every playing exciting. I think this scenario, as written, is somewhat pro-American. Give the German the balance (an additional squad) and it's dead even.

Both sides get interesting OB's: the Americans have PF toting 7-4-7's lead by a 10-2 and 9-2, plus some armor support. On the German side, you get well-lead and well-armed SS squads, a 105 gun, a StuG and a Wirblewind. In all, a nice force mix. The playing area is fairly compact, but there are plenty of setup options for both sides.

THE GERMANS



German Advantages:

SS Troops, 9-2 Leader, Defendable Position.

German Disadvantages:

Immediate VC, Game Length.

German Initial Setup:

The Americans have a lot of firepower and two -2 leaders to direct it. Setting up forward, in my mind, plays into the American strength. The key to victory in this game is building R6. And the key to building R6 is T6.

I like a strong force in and around T6. First, they can blunt an American flanking maneuver from their X3 setup hex. Second, forces in T6, if left unmolested, can hammer building R3 in all 4 locations, making this a lousy place for the American to rally his forces. They can also hammer the 'approach' buildings T4 and S5.

I like a 6-5-8/LMG in U6, with another 6-5-8 at 1st level, a 6-5-8 in T6 and a 6-5-8/LMG in U8. If the Americans go to the German right, they either have to go over the top of hill 522, or get stuck in the woods around W8 and V10. In the German center, tempting as it might be to put the 9-2/HMG combo at first level of R5, I'd resist it. Your unconcealed 9-2 and friends will be looking at an American kill stack of either 4 HS with MMGs or 3 X 7-4-7's and 3 X MMGs, directed by a -2 leader. You're looking at a 16+1 or 20+1 with rate. I just don't like to tempt fate so early in the game.

I like the 9-2 HMG in 1st level of 3R6. If the Americans come in strong on the German left, this HMG can cover much of hill 547, forcing an American flanking force WAY out of the way. If the American comes in strong on the German right, the HMG can put fire on much of hill 522 plus hit the V10/W10 wood line.

My favorite spot for the FlaKPz is in O6. This unit can be deadly, but is also very vulnerable to BAZ/PF (and even infantry fire). In O6 it shuts down the woods hexes O5 and P5, and can put fire on the first level of S3, plus the all-important ground level of R5.

On the German left, I like a 6-5-8/MMG in P4 and a 6-5-8/LMG in O5. This gives you a fair amount of firepower for the front of hills 547 and 534, (all the way to F3) plus the approaches to building M5. I'd put a 6-5-8 in M7. Avoid the L4 building, this is tempting, but I've never seen a German squad come out intact; it's a death trap.

I like to keep the American TD off hill 534, and one of the most effective ways to do that is put the spare crew with the PSK in the woods around M8. I've seen a lot of setups put the 105 (your only HIP unit) in P8 or R8, but I like the O10 victory building. If he makes a dash for this building, it will be a nasty surprise. If he moves to your right, it can hit the road all the way to U5, and the V4 hill hex. Given that, I'd put the Stug in R8 (remember, all German units must set up in woods or buildings). It can also hit the U5 road (and V2), or the N6 road. I'd also consider moving it behind the wall in O6 on turn 1.

Last, I'd put the 8-0 leaders in T7 and P5. With this setup, all German units gain concealment except T6 and U6 (1st level). If you're a worried about the American turn 1 Prep, put these units in O7 and U6 (ground level) respectively.

(Continued on page 9)

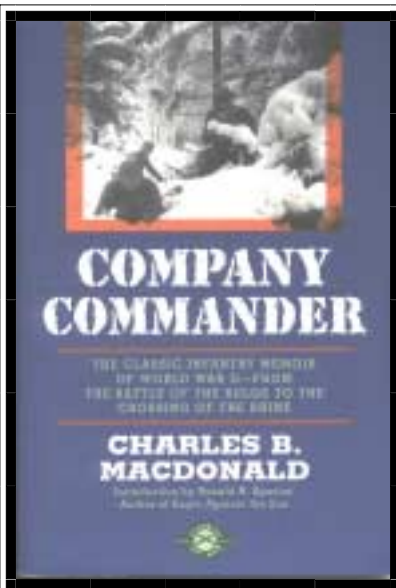
After Action Report: Book Review

By Matthew Cicero

As Captain of Companies I and G, 23rd Infantry, 2nd Infantry Division, Charles MacDonald was awarded the Purple Heart and the Silver Star in WWII. Following the war, Captain MacDonald became an official Army Historian and was able to complete his book, *Company Commander*, and get it published in 1947. MacDonald retired as Deputy Chief Historian of the Army in 1979 and as a Colonel in the Army Reserve. He had become a GS-15, the government's highest civilian rank. Charles MacDonald passed away in 1990.

Company Commander is 278 pages long and reads faster than you'd like. It is a vivid day by day narrative of the life of a newly minted Army Captain in World War II. It absorbs you until you feel like one of Captain MacDonald's troopers, standing just beside him, experiencing what he experiences as if you too were there. There isn't much big picture discussion in this book...just a lot of honest, intense, emotional activity on the Western Front during World War II.

MacDonald's story traces his exploits during the Allied campaign against Germany in the West, from 1944 through the end of the war in Europe in 1945.



There are three periods covered during the narrative: 1) the American penetration of the Siegfried Line on the western border of Germany; 2) the Battle of the Bulge; and 3) the final offensives leading to the collapse of German force in the West.

MacDonald's story begins rather abruptly with his appearance at Company I in October 1944 as a green replacement captain. We see him meet the challenges of his new command by day and night while he fights his personal demons about his ability to lead his men.

As Company I is about to join in its first offensive action under MacDonald's leadership, (against the nearby Ruhr dams) it finds itself once again on the defensive on the northern shoulder of what would be known as the Battle of the Bulge. We see MacDonald and his troops fight against infantry and armored assaults until MacDonald is wounded and evacuated.

MacDonald recovers and returns to command G Company. He leads G Company from position to position as the 2nd Infantry Division fights its way across Germany and into Czechoslovakia.

Company Commander is not only a stirring story of accomplishment...it also happens to be fertile ground for those who are always on the lookout for scenario design ideas!

The Grognard Speaks: "Learning ASL, One Scenario at a Time"

By Bob Smith

Every once in a while we get the opportunity to help a new player discover the fun of ASL. Following a brief thread on our SoCal List, Bob Smith and I chatted about how we might help new players feel their way into the fun of ASL. I freely admit that most of the following ideas were Bob's...I just helped kept him talking! -ed.

Infantry:

Game #1: With only half an hour of introduction, jump into a limited version of Guards Counterattack (A) with the following changes: no Human Wave; no upper levels in buildings; no Bypass Movement and maybe no ELR. Let the newbies get comfortable with spending MF, firing, understanding FFNMA/FFMO, breaking, etc. Who cares if it's balanced? It's a taste. Give lots of suggestions if they want them.

Game #2: If they come back, expand the intro with another half-hour lesson. Introduce stairwells, Upper Level Encirclement and Bypass Movement. Run a demo Player Turn with a Russian Human Wave to show how wacky things can be! Then, turn them loose on a full-fledged Guards Counterattack.

Game #3: Fighting Withdrawal (ASL1) will not introduce many new rules: Ammunition Shortage, Blazes (unless you leave them out) and Smoke. However, it is a much more fluid situation than Guards Counterattack. It will introduce many new tactical concepts.

Game #4: Defiance On Hill 30 (ASL11) is a good intro to HIP and ordnance SW. You don't have to worry about choosing a Target Type, Intensive Firing or Manhandling, though you do get to play with boresighted locations. This one is a fun tactical situation since both players get to defend and attack.

Game #5+: As long as the players are happy with it, go with any of the all-infantry scenarios out there. There is a lot to learn in the game besides the rules. Introduce skulking and show them the importance of focusing on the Victory Conditions. Perhaps add in some toys like Flame-throwers and Demolition Charges in scenarios like Commando Schenke (A80) or even The Commissar's House (ASL4).

Ordnance:

When infantry-only starts to get boring and the players are ready to move on, go with Silence That Gun (ASL14). This is a great scenario to introduce 5/8" ordnance. Another alternative, if the players are comfortable with infantry and looking for something juicy, is In Sight of the Volga (ASL5). Finally, there is Stryker's Charge (SP51), a small, deadly scenario with four infantry guns facing down a bunch of American paratroopers.

Vehicles:

I bet everyone will suggest The Puma Prowls (T2). Blecch. Armor vs. armor. I followed that suggestion as a newbie and was so turned off I played infantry-only for many months to follow. ASL does not shine through with all its glory in armor clashes. That's my opinion. Simple mixed arms, however, are GLORIOUS. I know, there are added complexities when you mix

vehicles with infantry but the newbie does not need to grasp all those intricacies right away. Several scenarios can be used to introduce armor. Shklov's Labors Lost (T4) is a completely wacky situation with two 10-3 leaders facing off in a confined area. Two StuGs allow the newbie to get used to making Vroom-Vroom sounds and KaBoom sounds if he's lucky. It also gives a taste for Smoke Dischargers, the VBM Freeze and Street Fighting. Lost Opportunities (ASL17) is a slightly more complex armor situation that can also introduce Hull Down in an otherwise infantry heavy scenario.

OBA:

As an OBA primer, Hedgehog at Piepsk (D) is great...sit back and try to land OBA on approaching Russians. Another thought might be Clearing Qualberg (SP28). In this one you have an Offboard Observer so you don't have to worry about contact. The terrain is fairly open so you should be able to get an SR to convert.

PTO:

Introduce the Japanese in Jungle Fighters (J12) or Shanghai in Flames (A110). There is no PTO Terrain so you can concentrate on Step Reduction and other Japanese national characteristics. Totsugeki! (A60) is the classic full PTO intro scenario with DCs, Dare Death squads and a very even chance at victory. A Stiff Fight (J9) is a good intro to Dense Jungle. It gets you used to ignoring bypass, creeping about in stacks of two and very limited LOS. If OBA is under control, use The Waterhole (A118) to introduce full PTO. If PTO is under control, use The Waterhole to introduce OBA!

Desert:

Desert scenarios are only marginally less maligned by newbies than Night scenarios in ASL. Sadly, Desert presents one of the best opportunities for players to develop tactical skills in ASL, given the more limited terrain and the underpowered weaponry (compared to the late war heavy metal clashes in the East). Start with Halha River Bridge (G45) if you have the Japanese under control or with High Danger (V1) for a more thorough Desert experience. Figuring out the terrain is the hardest part (and that isn't too hard!) The players will be comfy rolling three dice to attack in no time! Khamsin (ASL37) should be the final exam for the newbie desert curriculum...an absolutely excellent scenario.

Night:

Ignore night unless the players have an itch to play a Campaign Game. Ok, maybe give Night a try, but be prepared to alter your point of view about ASL. The biggest issue with newbies and Night is that a lot of what you learn tactically in daylight scenarios does not apply at night. No Move and limited visibility combine to make Night a particularly different experience. I recommend that new players do learn and master Night but only after they are very comfortable with daylight ASL. Taking the Left Tit (ASL20) is a great classic scenario to begin Night training. Perhaps it is weighted to the Americans, but all the glory of HIP, limited movement, Starshells and IR rounds are on display here. Fort

McGregor (ASL40) is another good all-in Night/Desert scenario. Play each one twice, switching sides. I'd also toss in Shoestring Ridge (ASL61) for those comfy with PTO as another initial Night choice.

Still need more scenario ideas? Well, take a look at the list that follows...yes some suggestions are the same...but there are others in there as well. If you have your own Scenario Primer for Newbies, please send it in to *HTB!* and I'll get it in print!

ASL 101: INFANTRY

1	Fighting Withdrawal	Beyond Valor
11	Defiance On Hill 30	Paratrooper
A	The Guards Counterattack	Classic ASL
T1	Gavin Take	Classic ASL
G35	Going To Church	General 31.2
A80	Commando Schenke	Annual '95w
AP8	A Bloody Harvest	Action Pack #1
D1	Guryev's Headquarters	Streets of Fire

ASL 102: VEHICLES

T2	The Puma Prowls	Classic ASL
35	Blazin' Chariots	W of Alamein
A44	Blocking Action At Lipki	Annual '92
23	Under The Noel Trees	Yanks
F	The Paw Of The Tiger	Classic ASL
A51	Clash Along The Psel	Annual '93a

ASL 103: OBA

D	The Hedgehog Of Piepsk	Classic ASL
E	Hill 621	Classic ASL
A59	Death At Carentan	Annual '93a
T7	Hill 253.5	General 27.3
L	Hitdorf On The Rhine	General 25.2

ASL 104: CAVALRY

90	Pride And Joy	Doomed Btms
SP32	Over Open Sights	SP #3

ASL 201: PTO

A60	Totsugeki!	Annual '93a
67	Cibik's Ridge	Gung Ho!
A53	Smith & Weston	Annual '93a
A58	Munda Mash	Annual '93a
63	The Eastern Gate	Code of Bshdo
60	On The Kokoda Trail	Code of Bshdo
A42	Commando Hunt	Annual '92
CH28	Children Of The Kunai	Critical Hit! 3
A83	Last Of Their Strength	Annual '95w

ASL 202: DESERT

35	Blazin' Chariots	W of Alamein
37	Khamsin	W of Alamein
38	Escape From Derna	W of Alamein
41	A Bridgehead Too Wet	W of Alamein
CH49	High Danger	Critical Hit 4

ASL 301: NIGHT

61	Shoestring Ridge	Code of Bshdo
H	Escape From Velikye Luki	Classic ASL
20	Taking The Left Tit	Yanks
TOT8	Nightmare	TOT 1
A19	Cat And Mouse	Annual '90
BB2	Throwing Down	
	The Gauntlet	Backblast 1
DA11	Sicilian Midnight A	nnual '93a
TOT18	The Aller Waltz	TOT 2
40	Fort McGregor	W of Alamein

ASL 302: BEACH LANDINGS

A55	The Cat has Jumped	Annual '93a
73	Hell or High Water	Gung Ho!
A79	Mike Red	Annual '95w

ASL 303: CAVES

BB1	Taming Tulagi	Backblast 1
72	Sea of Tranquility	Gung Ho!

The Pastor's Corner: "2 vs. 3" By Robert Hammond

"Leave it to ASL to screw-up a perfectly good scenario." - Mark Neukom

Ever thought that? I have. The reason for the quote? Well, ever had the "Death Star" show up? The "Hand of God"? Better yet, been betrayed by your own dice? Sure you have. We all have. While playing the TOT scenario, *Breaching Maloarkhangelsk* (a wonderful Kursk scenario), ASL reared its ugly head - again. My opponent, Joe, had the Germans. The Germans receive a wonderful set of goodies including FOUR Elephants! On the second German turn, he fired two of these bad boys at my infantry. It was their first shots of the game. Both of the TH DR were 12!! Next Rally Phase, he attempts to fix both MAs and rolls double 6.

Not long after that, I was playing my Cuz, Herr Doctor Charles Hammond, in *The Hedgehog of Piepsk*. I was the Russians again. Now, mind you, Cuz and I differ on religion. I'm the ardent practitioner; Cuz, well...let's just say he's not. However, before we started, he claimed that the "Hand of God" was going to appear and start removing my troops from the field of battle. I laughed. (Surely this wouldn't happen to ME! I'm one of the faithful!!) As the Germans, he positioned his HMG with HS directed by an 8-0 in the (only) 2nd level building there was. Before every attack by this "angel of death," he would say some silly thing like, "The Hand of God shall remove these infidels from the land!" and promptly roll a 3 or 4. During 4.5 turns of play, this weapon alone eliminated, disrupted, and/or broke 12.5 squads. His last fire attack with this "thing," which I thought was blocked - silly me - yielded a 3KIA on my 3 squads moving into his backfield. He rolled so low, so often, that Cuz started to apologize while we laughed. He never once ran out of ROF. I ran up the white flag after the 3KIA. I did wonder if Herr Hammond had joined the faithful.

Shortly after this scenario, I read an article in the *Maple Leaf Route* which is a very fine ASL 'zine from Canada. This article discussed a habit adopted by some folks in Europe whereby they roll a 3rd die solely to determine ROF for a MG or IFE attack. According to the article, if you opted for this 3-dice system, you hose yourself. If you fire a German LMG, for example, your 3rd die could be a 1 but your attack could be a 12. You just malfunctioned the LMG and thereby cancelled its ROF. The higher the chance a weapon has for malfunction, the higher odds are that a successful ROF dr will be offset by a malfed weapon. Use a captured Russian MMG with sustained fire and you will almost never see ROF with this system. The article had a good idea but did not take it far enough. The use of a third die for ROF helps eliminate the "Hot Dice" syndrome with regard to ROF. What if we use three dice to "spread out" other effects from an attack DR? Let me explain with an MG example.

Currently, when you fire a MG, there are four to six items that are resolved with one IFT DR. They are: 1) IFT attack results; 2) SAN; 3) Breakdown: B#; 4) Elimination: X# (due to Sustained Fire, for example); 5) Rate of Fire; 6) NMC (due to FPF). A very low roll is likely to produce the following: a very effective result on the IFT, ROF, no breakdown/elimination and a passed FPF NMC. It may be offset by a possible Sniper Activation. That's quite a shot! Hot Dice! Alternatively, if the DR is high, you will likely have a weak result on the IFT, not obtain ROF, break/eliminate the weapon and fail the FPF NMC....of course, you won't activate the Sniper, thank you very much. So, when it rains it pours...for good or bad! The question is, does this really reflect history, reality or allow for a fair game? How can we spread out the game effects so that it would be more difficult to roll the equivalent of a Random Selection "yatzee" with that IFT DR? For instance, how can we depict an effective shot (2MC on the IFT) that uses up the ammo (no ROF)? Conversely, how can we show an ineffective round of combat that nevertheless allows the shooter to recover and shoot again? The answer is, use 3 dice instead of 2 dice and "cool off" the impact of each attack!

How would 3 dice work? We'll use a Red, White and Yellow die for our example. For our MG, we would break down the effects as follows: 1) Red and White would determine items 1 (IFT attack) and 2 (SAN); 2) Yellow and White would determine items 3 (B#), 4 (X# {Sustained Fire}), 5 (ROF) and 6 (NMC {FPF}). Or, to put it another way, the Red die controls what happens to the enemy and the Yellow die controls what happens to you! This lets you handle the various combat effects quickly but with a reduced "Hot Dice" effect. Rolling a 2 is a 1:36 ratio with 2 dice. To obtain the same effects with 3 dice is a 1:216 ratio. If someone can do this, they deserve the "Hand of God"!

Now, before you throw this idea out the window, let's take a look at the different items that are figured out with a To Hit DR. (And remember, we throw 3 dice in desert scenarios for the TH already, anyway!) There are 14 different items that will be figured on a TH DR. Ok, actually there are only 13 as you can not have a chance at ROF if you have to take a FPF NMC. The possibility of having so much determined by only 11 different numbers (2-12), is too much!!

How would 3 dice work on a To Hit DR? Let's get out the Red, White and Yellow dice again. The Red and White combination affect the Target while the Yellow and White combination affect the Firer. It would work as follows:

1. **Red and White:** TH, Multiple Hits, Improbable Hit, CH, Location, SAN. (6 items)
2. **Red only:** Facing for In-Hex hits. (1 item)
3. **Yellow only:** ROF, possible Concealment loss. (2 items)
4. **Yellow and White:** Depletion, B#, X#, Low Ammo status, Morale Check. (5 items)

Now granted, this 3-dice option would slightly change the *dynamics* of the game. But would the balance be adversely impacted? I don't believe so. It's a different way to figure the IFT/TH DR and all that they entail while eliminating the "Hot Dice" syndrome that happens in games from time to time. Fair and playable, what more can you ask for? Hum, I wonder how four dice would work? Nah, that would be too complex!

Errata, Corrections, And Bears, Oh My...

By Matthew Cicero

Here is a reprint of two suggestions from Robert Hammond's "Spicing Up The Game" article presented in the last newsletter. My editorial hacking rendered them just a bit incorrect. Enjoy!

3. **Dropped SW.** If a squad suffers a Casualty Reduction, one SW is dropped for each point the MC is failed if the MC color dr is a 6. [EXC: The SW is dropped if the cdr is greater than or equal to 5 if Conscript/Green] If the squad suffers a Casualty Reduction without a subsequent MC, make a subsequent dr. If the dr is a 6 [EXC: A dr greater than or equal to 5 if Conscript/Green], random selection as to which SW is dropped. There is a +1 drm to the cdr if the unit is CX. Why is it that a squad carrying a SW or two never drops them after suffering casualties? You mean it's safer to carry a SW than not to carry a SW?!? {Thanks Scott}

12. **SW Crews.** Most LATW and light mortars were fired by SW (126) crews. If a LATW or light mortar is fired by a SW crew, they receive a -1 to any TH DR and the "X" number of a LATW (BAZ or PSK) is raised by 1. If your OB does not have a SW crew, you may "make" a SW crew by removing either a squad or a HS from your OB. If you remove a squad, it becomes a HS and a SW crew. A SW crew can not be "made" from a Conscript/Green squad. The making of a SW crew can only be done before game starts and/or when you set up your reinforcements. {Thanks MLR}



Robert "got DYO?" Hammond

The WebMaster Speaks! By Paul Simonsen

Paul Simonsen has been blazing away during his lunch hours and late at night to make our Club website great. Rumor has it he even gave up watching Survivor so he could add a few new features! Imagine! It's about time he had a little newsletter space to let us know what he's been up to! —ed.

Well, it's been over a year since I took the reigns of being the club's Webmaster. I've enjoyed every minute and thought it would be good to stop and reflect on what has been done and what is still planned. In case you haven't visited it yet, the address is www.socalasl.com.

My main goal for the website was to create a functional resource for both the local club and the ASL community. Since I develop database applications for a living, I was able to carry over what I do and apply it to the website. So what I might lack in flashiness (I don't develop websites for a living!), I try to make up for in functionality. The fact that the web server I use for our website is an old workstation of mine hooked up to our office's DSL line has made the work much easier for me.

Speaking of DSL, as a quick note, the DSL market is in disarray at the moment, so there is a chance that the website could drop off the internet for a time. If that happens, I'll send an email to the club's mailing list. (Egad, man! Quick, tell them the good stuff! —ed.)

Some of the features that are available at our website today:

- Each member has a listing with personal contact information and a quick View Map link to see where the person lives.
- The Challenge Cup Stats are available and each player has individual breakdowns for games played this year and last year.
- Event Stats - We can now update all event information online and live during the event.
- Newsletter Evaluation - Users can submit feedback to our editor about the latest newsletter. Just point and click.
- Online AARs - An automated, open area where anyone can post old or new AARs...so submit your AARs! =)
- Scenario Info - I have combined the Chronology of War, ROAR, our club's Challenge Cup Stats and the Online AARs into one area for a quick reference of all available information about any

ASL scenario. To view this information, click on any Scenario ID that has a link. Navigation is easy to follow.

Some things that I plan to implement this year:

- Scenario Search utility - Allows searches through the scenarios on our website.
- Scenario Update utility - Allows a user to update/create scenario information stored on our website
- Event Evaluation form - Allows those who attend an event to give feedback to the club.
- I've been toying with the idea of creating something similar to ROAR except much more open and automated and less reliant on an administrator.

In case you are interested, we've had almost 2000 hits since I began tracking last October. 450 games have been stored and over 80 people are in our members/players information. (YeeeHA! —ed.)

As always, if you find any personal information that is incorrect or would like removed from the site, please email me at webmaster@socalasl.com. Also, if you find something which is not working correctly or new items you would like to see, feel free to let me know!



Paul "got PC?" Simonsen

OUCH!



Yes I'm sure we have all seen this happen before, but I just have to share the agony. Myself, Jim, Eric Morton, Don P., Fred Timm, and Steve Thorn kicked off our latest campaign ABtF CGIII. Well we, the brits, enter at night, after three turns of slinking around in the dark we feel it's time to shoot. The first Brit attack of the game yields a German sniper. A 2 attack lands between three cloaked units Jim selects one without much thought really since the game has just began, what could he really expect to do. Defying all odds our 10-2 takes a bullet to the skull.

—Brandon Liesemeyer

Terrain Quiz Answers!

1. During its setup; at the end of any RPh (ATTACKER first); during its MPPh/APh (either as part of, or before/after MF/MP expenditures); when losing HIP status; whenever all enemy units lose/forfeit WA over shared wall/hedge hexsides. **(B9.322)**
2. Bocage is a one-level LOS obstacle. **(B9.52)**
3. No. Only infantry who are not Manhandling a Gun/Boat. **(B2.3)**
4. No. Only bridge counters are Inherent Terrain. **(B6.2)**
5. No. Direct Fire only. **(B10.31)**
6. A Vineyards hex is considered Inherent Terrain and a Bog hex and is used only if called on by SSR. **(B12.7)**
7. Orchard is in season from April through October. Grain is in-season from June through September but is considered plowed fields in April and May. **(B14, B15.6)**
8. Any Depression hex that contains neither a ford nor a bridge. **(B20.9)** Remember, Wadis are considered Depressions. **(F5.12)**
9. An unpinned, Good Order squad (or its equivalent) in the Fortified Location. **(B23.922)**
10. Any HE (only) attack ≥ 70 mm (or HEAT attack) with an Original IFT DR which causes a KIA result. **(B24.11)**

THE AMERICANS



American Advantages:

Leadership, Morale, Time, Instant VC, Infantry SMOKE.

American Disadvantages:

Squad FP Range, No HMG Kill Stack.

American Setup/strategy:

The Americans have the strength and leadership to make both a main attack and at least one strong flanking attack. The question is, which flank to attack? That depends a lot of the German setup.

On the American right, I've seen attempts to try to move the off board force with the MMGs into the M2 building to create a firebase. Moving as a stack CX, with a leader, the Americans can advance to N2 1st level on turn one. But they're going to take at least an 8+2 to get there, then a 8+3 and 12+1 in the German prep. Also, as the German, I'd be tempted to hit them with the 105, and if you get hit with that, it's going to leave a mark. The chances of your 'kill stack' actually getting a chance to shoot is not very high. Flanking wide on the American right will cost you time, and sooner or later you're going to find yourself running through open ground under the eye of Mr. 9-2 and his HMG. If you're going to make a push on this side, I recommend moving up to the wall (N3 and O3) and hitting the Germans in O5 and P4 with BAZ and IFT fire on turn 2, and assault into the street to push them out. Stay out of the L4 building, it's a death trap; all locations can be hit by German fire. As for the TD, the American always seems to run it up hill 534, where it dies at the hands of the Stug, a PSK, FlaKPz or PF shot. I'd like to see a game where the TD is available for the end game.

Any attack on the American left or center will require you to clear out the T6 building first, and that will take some time. But time you've got. Be methodical, don't rush. Move a flanking force from X3 around hill 522, and pressure the T6 building from both sides. Build a firebase with the MMGs and -2 leader, then use your assault fire bonus and infantry smoke to grind forward and make the Germans take casualties to slow you down.

During the middle game, the German should be falling back to the R5 building, then O7 for the final stand. Expect the FlaKPz to die a spectacular death. On their left, the German should have at least one unit in O10, and a squad in N9. For the American, it depends a lot on the German troop placement, but try to encircle the German positions as much as possible, and try to keep squads within moving distance of the VC buildings. That will force him to hold back some fire to counter this threat. Don't forget to use assault fire and infantry smoke. Also, when moving the American units, think about where that unit will have to rout to if it breaks. Too often the American squads get stuck routing to the R3 and L4 buildings, and a smart German will keep these locations under fire.

Give this old chestnut a try, I guarantee you'll have an exciting, action-packed game.

So, here's the Tournament Director's assessment of WCM IV; what worked, what didn't work, and what we're going to do different at WCM V.

What Worked

Our time-tested format of open gaming, allowing players to pair themselves, flowed smoothly (well, almost, see below). Our unique "The Year Is..." limit on scenario selection was well received. Our promotion was outstanding. The combination of flyers (Matt Cicero), Web page (Paul Simonsen), e-mail (Jim Aikens) and inter-club invitations (Brandon Liesemenyer) produced a 25% increase in attendance. Our computer tracking program (Paul Simonsen) worked superbly, as did our data entry and accounting systems. The "7-0 Leaders" (Dave Nicholas) was very well received by the participants. The plaques (Brandon Liesemeyer) had sharp-looking graphics. The tee shirt graphic (Rob Feinstein) was great, and our improved mix of sizes meant that we turned a profit on these without selling them out. The themes for the mini-tournaments (Doug Cruetz, Brandon Liesemenyer, Jim Aikens, Chris Castellana and Eric Morton) were very popular. We had a large number of prizes (Rob Hammond). The Kursk Team Tournament was well received by the participants. The "Early Bird" gaming event was very popular, drawing over 20 participants. The 'voucher system' for the tee shirt sales avoided confusion. And the facility, including the room layout, water service, trash barrels, sleeping accommodations, etc. were pretty much on the mark.

Things that Need Work...

I'd say the only thing that could have been improved upon was the way we handled the mini-tournaments. We had 5 organized, but we had to cancel two of them because they started later in the day, and too many players were embroiled in games to participate. All of the themes were well received, though, and several will be repeated at WCM V. Also, a couple of the higher-echelon players had trouble connecting with qualified opponents on Saturday.

Things you'll see different at WCM V

We've asked for solid surface 6 foot banquet tables, without table cloths, as part of our room set up at Embassy. We'll also be monitoring the higher-echelon players, starting on Friday evening, with a 'Leaders Board' to facilitate match-ups. We will have 3-4 mini-tournaments, and they will all start on Saturday morning. Expect to see our "7-0 Leaders" program expanded, and a return of the 'Team Tournament'. We're also working on a "Playtest Corner" program to be introduced.

In addition to the above members, I'd also like to offer a special thanks to individuals and groups who donated prizes and money: H.O.B., MMP, Nadir El Farra, Brian Abela, Coastal Fortress and Brian Earll. Finally, I'd like to thank everyone who attended WCM IV. I hope you enjoyed participating in it as much as I did running it.



Jim "got CG?" Aikens

Words That Echo...

"Tell them it's hell, and tell them there're men getting killed and wounded every minute..."

Captain Charles MacDonald, the Siegfried Line, east of St. Vith, Belgium, December, 1944.

Roll Call! "Chatting with Pete Shelling" By Jim Alkens

I had the opportunity to meet Pete Shelling for the first time at ASL Oktoberfest in 2000. He approached me about playing in his Kursk Team Campaign Game playtest, and after a little arm twisting on his part, I agreed. I'm glad I did. It was it one of my favorite Oktoberfest experiences.

Pete is one of the most published scenario designers in the hobby today. If you've played "Urban Guerillas", "Swamp Cats", "Battlin' Buckeyes", "Stroke of Luck" or "Invisible Foes", just to name a few of his scenarios, you certainly know why.

OK, Pete, lets start with the basics, like where you live, what you do, that kind of thing.

PS: Well, I live right here in Cleveland. I'm single. I'm currently both a full time college student and full time Building Maintenance Technician. I first started playing ASL about 10 years ago. I started designing scenarios about 7 years ago.

What do you like to do for enjoyment if you're not playing ASL?

PS: With a full time job, and being a full time student, there isn't a lot of time to spend on other things. I do enjoy playing other games, though. Generally I like multi-player ones that I can enjoy with a group of friends. I also spend a lot of time with ASL-related research, particularly searching out engagements that I think would make a unique or interesting scenario.

What types of things do you look for?

PS: Well, as I said, unique situations. Perhaps something with unusual vehicles or a battle that was influenced by an unusual combination of terrain types or outside events. I get enjoyment from the challenge of creating the feel of an engagement while working within the framework of the rulebook. It's important to select the important issues, and focus on those.

How have things changed since you first starting designing scenarios?

PS: They've changed a great deal for the bet-

ter. We have so many more boards and overlays to work with. It's much easier to come up with the terrain types you're looking for. Also, there's an overall better understanding of the basic rules among the average player.

You certainly have an impressive list of designs to your credit. What was your first scenario to be published, and which one are you the most pleased with?

PS: My first officially published scenario was "Highway 5". I'd say the one I'm most pleased with is "Scobie Preserves" from the Journal.

Why is that?

PS: It's a very unique situation that involves both military and political issues at work. I think the scenario really does a good job to reflect both factors. That's not easy to do.

What are you working on currently?

PS: Right now I'm working on scenarios for "Armies of Oblivion". I'm also working on scenarios from "Operation Mars". The Kursk Team Tournament is another project that I've been tinkering with. I've been very pleased with the result.

What types of topics are you interested in?

PS: Generally I like the Eastern Front. I've been doing a lot of work on cavalry engagements, particularly in the winter. I think this is an area that has had very little attention in ASL and there's a huge amount of material to work with. I've also just started to get interested in the desert. My first love is still the Eastern Front, though.

What advice can you give to an aspiring scenario designer?

PS: I'd say build a good playtest team, and then put your ego aside and listen to the feedback that you get from them. I try to design scenarios that work. As for getting them published, I'd say it's important to present a complete package, and then stay open to suggestions. Keeping your ego out of it is hard, but that's what you have to do to get the best result. It's important to get all the important factors to work together, and make the scenario fun to play. You can't do that unless you're willing to listen to your play-

The Pastor's Corner: "Spicing Up the Game, Part II" by Robert Hammond

Here are a few more "Rules" that I believe would add some spice to the game! Once again I have gathered ideas from around the ASL community. So once again, here's to the Spice of Life!

17. Heat of Battle. Allow any MC DR of 2 be HoB. For an Infantry crew -- treat them as an Elite squad. This way, they could generate a Hero; become Fanatic if Battle Hardened or go Berserk. A Surrender result would also be Berserk. A Hero may add his Heroic modifier to any TH DR of the crew. If the crew goes Berserk and they are manning a Gun, they must fire the weapon using Intensive Fire until an enemy is destroyed or the Gun is disabled. If the Gun malfunctions, they must attempt only once to repair the weapon. If the weapon is disabled or the crew fails to repair the weapon, then the crew must charge the nearest enemy and are subject to normal Berserk rules. If not manning a Gun, they charge the nearest enemy unit.

Vehicle crew -- treat them as a 1st Line squad. If they Battle Harden, they become an Infantry crew. A Hero results in an 8-1 Armor Leader being created. If the crew already has an AL, the AL Battle Hardens. A Surrender result is Recall. A Berserk result for a vehicular crew causes the vehicle to "charge" the nearest unit and then attempt as many OVR as possible, using ESB if necessary to make the first OVR, until the vehicle has no more MP left. If unable to conduct an OVR, they stop as close as possible and fire all weapons. The MA (& SA if applicable) must attempt to use IF if the enemy is not destroyed. If the vehicle becomes Bogged/Mired/Immobilized, the crew will not bailout, and is immune to any Immobilization TC while Berserk.

Riders/Passengers -- Treat them as what they are if Infantry. Hero and Battle Harden results stay the same. A Berserk result causes a Bail Out and charge. Surrender result is Bail Out. {Thanks Scott}

18. Berserk units. A Berserk attacker must use H-to-H CC even if H-to-H CC is not being used.

19. Quasi-Cloaking. Units under a Concealment counter are replaced with the same number of Concealment counters. The actual units are placed on a Cloaking card.

20. IIFT. If using the IIFT, any long-range FP is figured on an individual basis as if the IFT was being used.

21. Dispersed Smoke. When you remove an original Smoke counter, do not remove any Dispersed Smoke that is created from
(Continued on page 12)

Did you Know? By Brandon Liesemeyer

Bummed out that your infantry advancing close combat will become CX upon entering a SMOKE filled location because it will cost ³ 4 or "all available" movement factors i.e. Advance vs. Difficult Terrain (**A4.72**)? Don't fret: the extra movement factors for SMOKE only apply during the movement and rout phase. (**A24.7**)

SoCal ASL Club

Challenge Cup Standings

April 17, 2001

Here are the rules for our Challenge Cup:

1. All club tournament games count [EXC: If the TD states otherwise BEFORE the scenario is played.].
2. All other play between members count unless both agreed against beforehand.
3. No limit on the total amount of games per calendar month.
4. You can play the same opponent only twice during the same calendar month [EXC: Tournament games.].
5. A minimum of 9 different opponents must be played.
6. A minimum of 11 games must be played with 1 of the games in a tournament format.*
7. Team play is ineligible.
8. Any questions or disagreements with standings, contact the Challenge Cup meister, preferably in writing.
9. There will be two categories, each with its own winner, to the Challenge Cup: "Gonzo" and "Finesse."***
10. The Challenge Cup period lasts from the beginning of WCM IV (Feb. 2, 2001) up to, but not including, WCM V.

* Enforced ONLY if two or more club sponsored/organized tournaments are ran during the Challenge Cup period.

** The "Gonzo" winner is determined by scoring the most points - five for each win, one for each loss, three each for a draw.

*** The "Finesse" winner is determined by how hard a record is to achieve using the following formula:

$$W! * L!$$

$$[(W/2+L/2)!]^2$$

W=Win L=Loss

The Gonzo and Finesse Winners each get the following awards....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.

If the same person wins BOTH awards then that person will be awarded....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.
- Free T-shirt for the WCM tournament.

If you have any questions about the Cup, please contact the Cupmeister, Matt Romey at:

ChallengeCup@socalasl.com

NOTE

Only Active Members are Listed in the Standings to the Right. Highlighted Members have qualified already.

Player Name	Wins	Losses	Draws	Gonzo Pts	Gonzo Rank	Finesse Pts	Finesse Rank
Matthew Cicero	9	2	0	47	1	8.58	1
Herman Frettlahr	7	1	0	36	NA	9.01	NA
Robert Feinstein	7	1	0	36	NA	9.01	NA
Sheldon Ryland II	6	2	0	32	NA	2.47	NA
Dan Plachta	5	1	0	26	NA	3.46	NA
Charles Hammond	4	4	0	24	NA	1	NA
Rob Stai	4	4	0	24	NA	1	NA
Bob Smith	4	3	0	23	NA	1.06	NA
Bruce Kirkaldy	4	2	0	22	NA	1.32	NA
Ron Mosher	4	2	0	22	NA	1.32	NA
Cloyde Angell	4	2	0	22	NA	1.32	NA
Rich Mosher	3	5	0	20	NA	-1.25	NA
Brandon Liesemeyer	3	4	0	19	NA	-1.06	NA
Chas Argent	3	4	0	19	NA	-1.06	NA
Paul Simonsen	3	3	0	18	NA	1	NA
Fred Timm	3	3	0	18	NA	1	NA
Mike Sengottaiyan	3	2	0	17	NA	1.08	NA
Matt Romey	3	0	0	15	NA	3.69	NA
David Nicholas	2	5	0	15	NA	-1.76	NA
Francis Hardiman	3	0	0	15	NA	3.69	NA
Scott Thompson	2	3	0	13	NA	-1.08	NA
Eric Morton	2	3	0	13	NA	-1.08	NA
David Rosner	2	3	0	13	NA	-1.08	NA
Dave Reinking	2	3	0	13	NA	-1.08	NA
Eric Johnson	2	2	0	12	NA	1	NA
Jim Aikens	2	1	0	11	NA	1.21	NA
Scott Faulk	1	5	0	10	NA	-3.46	NA
John Knowles	1	2	0	7	NA	-1.21	NA
Ronald Fajarit	1	2	0	7	NA	-1.21	NA
Steve Treatman	1	2	0	7	NA	-1.21	NA
Chris Castellana	1	1	0	6	NA	1.18	NA
Steve Svare	0	4	0	4	NA	-6.38	NA
Stance Nixon	0	2	0	2	NA	-2.26	NA
Roger Petronzio	0	2	0	2	NA	-2.26	NA
Don Petros	0	2	0	2	NA	-2.26	NA
Mario Goldgorin	0	1	0	1	NA	-1.73	NA
Steve Dethlefsen	0	0	0	0	NA	1	NA
Brian Abela	0	0	0	0	NA	1	NA
Bernie Howell	0	0	0	0	NA	1	NA
Ed Zeman	0	0	0	0	NA	1	NA

and down wind of an original Smoke. Wait until the AFPh. If it's created then, it should be removed then.

22. Artillery Request Scatter. Roll a third die for drift. It will drift clockwise, starting with direction 1, a number of hexes one less than the third dr is along a new spoke (third dr - 1 = drift.). This drift can never extend beyond the maximum extent of error in hexes. The most any drift can be is 5 hexes. The drift can never move back towards the initial placement hex.

Example: US player places an AR in hex J4. The AR is inaccurate. The drs are red 2, white 5, and yellow 3. The AR moves 5 hexes in direction 2, from J4 to O2. Next, the AR then drifts clockwise. It can not drift in directions 1, 2, or 3 as this would be further than 5 hexes from the AR initial hex. It can drift in direction 4 all 3 hexes from O2 down to O4. A SR is placed in O4.

Next player turn, the US player corrects the SR from O5 to J4 and it's inaccurate again. The SR can only be off 2 hexes so it can only drift up to 2 hexes. The drs are red 4, white 4, and yellow 2. The SR will move in direction 4, two hexes, as this is the most it can be off, from J4 to J6. The SR cannot drift in direction one so it now drifts in direction two from J6 to K6 (1 hex).

23. Varied Sniper dr Results. Have a bit of fun with your opponent's leaders. On a dr of 1, the sniper causes a Wound and breaks the leader (Make the Wound check dr with a +1 drm). On a dr of 2, the sniper Wounds and causes a NMC. (Make a wound check dr.) On a dr of 3, the sniper causes a MC with the SAN as the number of the MC. *Example: With a SAN of 6, the leader takes a 6MC!*

24. Special Ammo. I would allow every AFV and Gun one (1) shot with Special Ammo. The TH DR would tell you if you have any "remaining" Special Ammo of this type. Roll equal to or greater than with the TH DR and no more Special Ammo. This would get rid of "...I take a shot....oops, I guess I don't take a shot..." garbage. (I had a REALLY bad experience with a Gun and a Depletion # (HE) in a tourney.) Now, if you knew you had a least one Special Ammo shot would you waste it on a low odds shot hoping for a possible second shot? With this rule, you always get at least one shot, barring SSR.

25. CMG Range Finders. If an AFV fires its CMG at a target then fires either its MA or SA (but not both) at the same target, this qualifies the firing AFV for a -1 Target Acquisition bonus. Kinda like in real life! {Thanks KJ.}

26. AFV Crews. Any AFV crew that takes counter form after their AFV is destroyed is under Recall unless at the end of the RPh they pass a TC. [EXC: Japanese crews and any ht or carrier crews can always stay and fight.] While under Recall, if the crew successfully exits the playing area via a friendly board edge, the crew is not considered eliminated. Armor crews didn't hang around outside their vehicles. They left. My uncle was a M4 tank commander in WW2. They, like so many other tank crews, left and got another tank.

These rules are meant to add some flavor to an already wonderful game. You won't know if you like something unless you try. Remember, PTO is not half bad once you try it! Stay tuned for the next installment of "Spicing Up the Game" where I'll concentrate on Vehicular and Ordnance rules.

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Upcoming Events...

23 June: Dog Days of DYO Summer Tourney
31 July: Hit The Beach! Volume 6, Number 3
18 Aug: Semper Fi! Summer Tourney

Did you Know? By Fred Timm

In order to use PBF, you must be ADJACENT to an enemy unit or adjacent and within one level of an enemy unit or adjacent and higher than the enemy unit. (A7.21) So, units on the second level of a building can get PBF on units in the street, but the reverse isn't true.

Quick Quiz

What is the one hex in the game system that allows one unit to get PBF and not the other that doesn't involve a building or cliff? (Only AH/MMP products without overlays using normal (printed) terrain.)

Answer: 36G5 firing at H4 on the bridge (units under the bridge get BPF at G5).